ABSTRACT

Augmented Reality is a technology that projects virtual objects into real objects in real time. The development of Augmented Reality has contributed a lot in various fields, one of which is in the field of education. When visiting the museum there are various kinds of historical objects but the lack of information presented can reduce the interest of visitors to learn it.

The final project this time is taking a case study at the Sri Baduga Museum in Bandung, the museum collection which is made as an Augmented Reality virtual object is a traditional musical instrument because the object is still lacking information so that visitors are less interested in learning it. So the application was made Augmented Reality, using a smartphone camera directed to a marker to display 3D objects on the smartphone screen, and display information from objects displayed, visitors can also find out the sound and video of people who are playing musical instruments presented in this application. This application displays a collection of traditional musical instruments namely Angklung, Flying, Cemplung, Kecapi, Tarawangsa, Flute, and Karinding.

Based on the tests that have been carried out, all the features and systems in the application have run well, the results of the delay test on the angle, distance, and quality of the smartphone camera were carried out on taking Marker images with a distance of 20 cm and an angle of 0 ° as a condition that produces a flat -the smallest average delay. The survey of the benefits of the application of the best MOS results with a value of 4.51 while the survey of the application features of the best MOS results with a value of 4,43.

Keywords: *Augmented Reality, Museum, Musical Instrument, Android.*